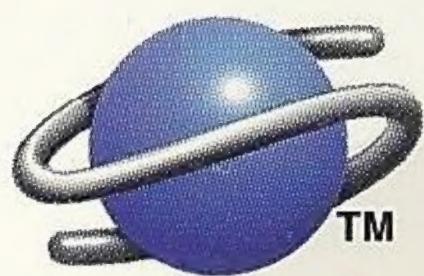


SEGA™



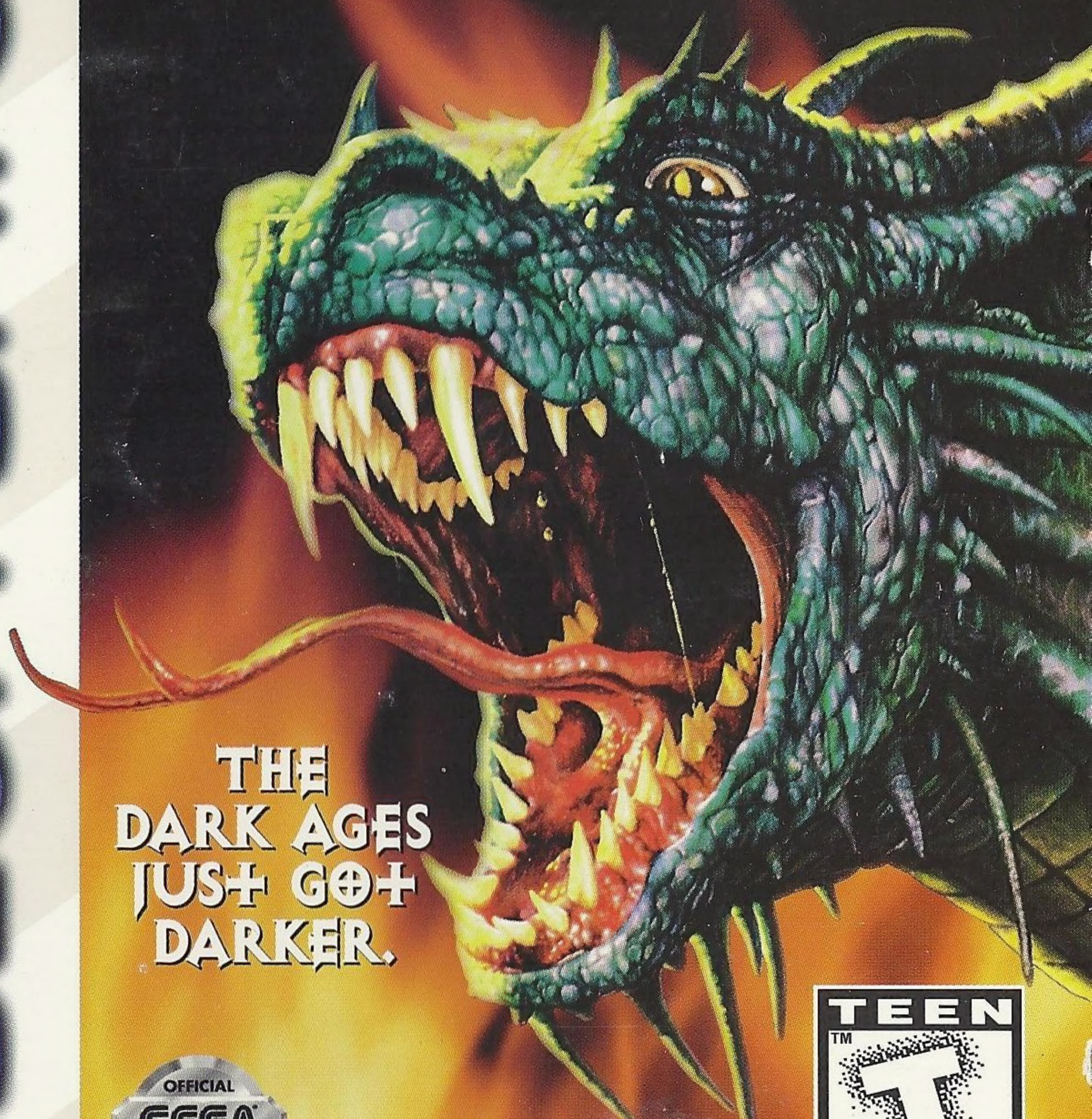
TM

SEGA SATURN

Acclaim®
entertainment, inc.

DRAGONHEART

FIRE & STEEL



THE
DARK AGES
JUST GOT
DARKER.



T-8117H

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.



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Starting Up

1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pad 1.

Note: Dragonheart is for one player.

2. Place the Dragonheart disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen.

(If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



before you begin... remember where you started!

As Sir Bowen, you have earned a widely held reputation as a master of combat, as the foremost upholder of the Old Code of chivalry. It was once your hard duty to serve the harsh King Freyne. Ah, but you took pride in your work! Your foremost undertaking was the military training of his son, the young Prince Einon, a seemingly worthy pupil, who perhaps had the makings of a brave and honorable regent. Until the cursed day that the noble Prince was gravely wounded, and his grieving mother Queen Aislinn took his broken body to the lair of a dragon called Draco. For Draco did so love and honor the Queen that he gladly split his own heart in twain, planting one half in the cold breast of Einon. The Prince's life was restored! But the jubilation you felt was short lived, Bowen, for with renewed life, a new cruel Prince arose. You now believe that the Dragonheart has made Einon evil!

A title screen will appear, with these choices: NEW GAME, PRACTICE, LOAD GAME, PASSWORD and OPTIONS. Choose by highlighting with the D-PAD, then pressing the START BUTTON.

Game Modes

NEW GAME to begin a new game.

PRACTICE allows you to regain your combat mastery.

LOAD GAME allows you to play a previously saved game from either the internal memory or a Memory Cartridge. Highlight the desired game slot and press the **START BUTTON** to do so.

PASSWORD Throughout the game, you will receive passwords when certain tasks are accomplished or areas are mastered. This password allows you to resume gameplay at the next level, so you may wish to write down passwords in the note section at the end of this instruction booklet. To input a password, simply move the cursor to the desired character and press the **START BUTTON**. Continue until you have assembled a correct password. Then highlight "OK" and press the **START BUTTON**.

Options

To set an option, highlight it by moving the Directional Button **UP** or **DOWN**, then press the **START BUTTON** to toggle settings.

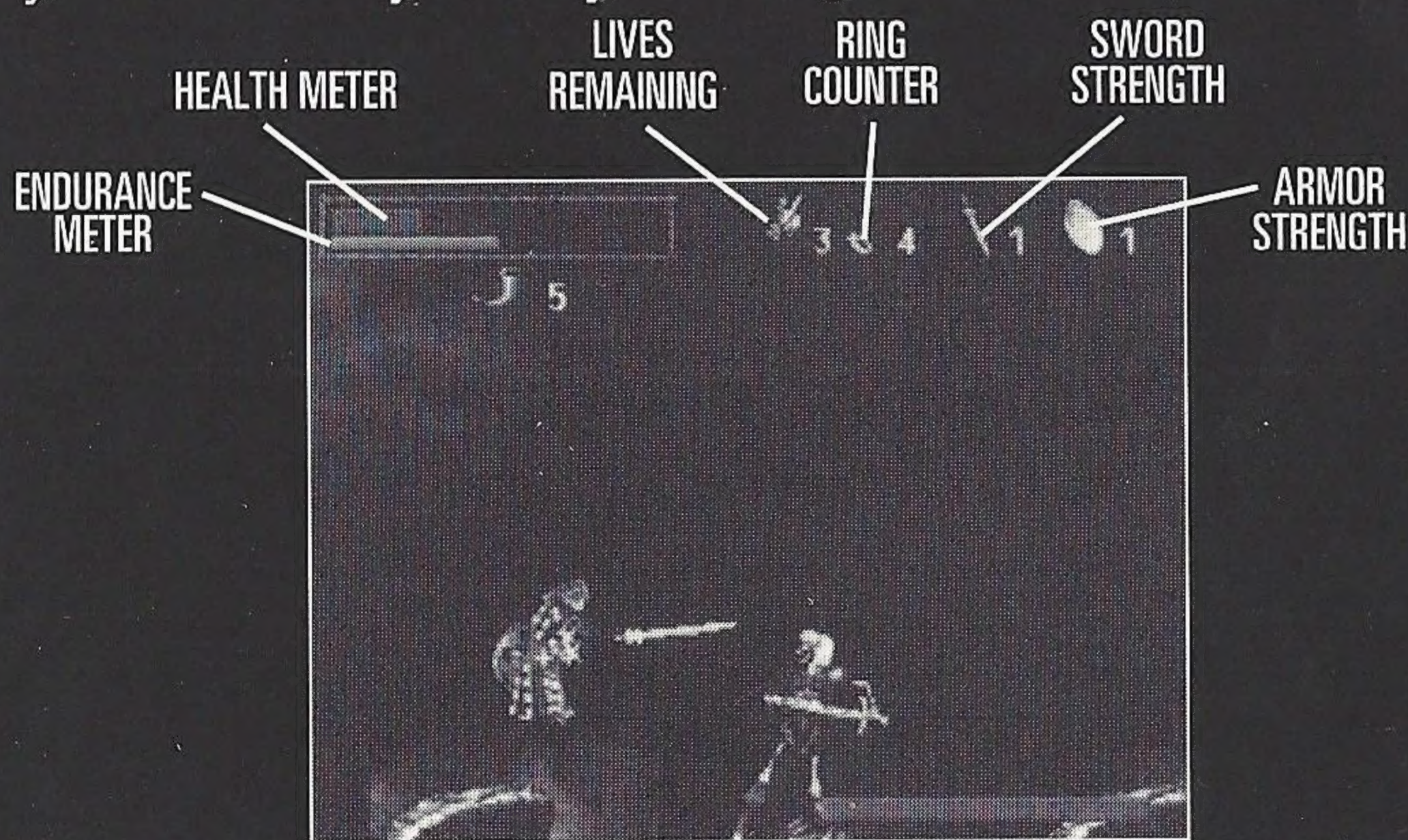
CONTROLS Select this to redefine control settings to your liking. To do so, scroll to an action and press the button you wish to perform that action. Select **USE** to save these settings, or **CANCEL** to stay at the default settings, then press **START**.

AUDIO TEST Choose Sound Test or Music Test to sample the sound effects or music in the game. Use the D-PAD to select a track, then press the **START BUTTON** to play it.

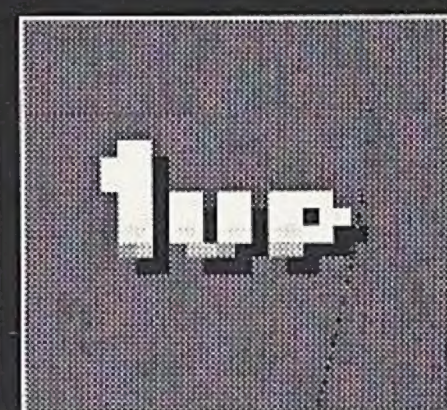
AUDIO SETUP Choose audio setup to adjust sound and music settings. Use the D-PAD to increase or decrease volumes.

CREDITS View Dragonheart game credits. Press **START** at any time to exit credits and return to the options screen.

game features



LIVES: Bowen begins the game with just three lives in which to conquer Einon. His number of lives remaining is shown by a Bowen icon with a counter at the top center of the screen. Extra lives can be gained by collecting this pickup or by purchasing them with gold in the shoppe at the end of a level.



HEALTH: Bowen's health is measured by a meter at the upper left of the screen. The meter decreases when Bowen is hurt; when it is empty, he loses a life. Health is replenished at the beginning of each new adventure. Health can also be increased by collecting these pickups:



Collect a golden goblet to partially increase your health.



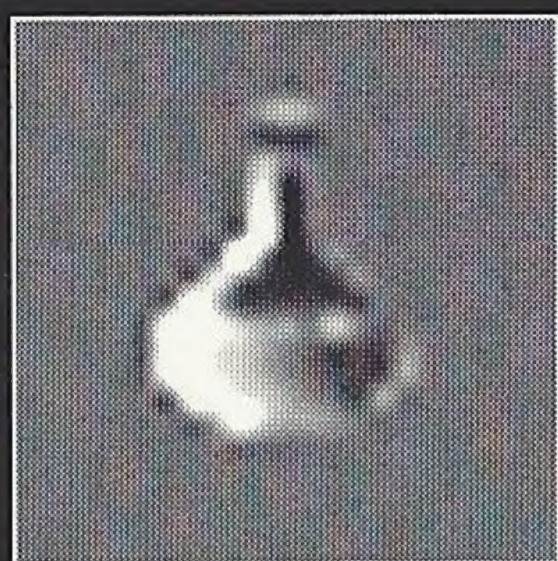
Collect a silver goblet to maximize Bowen's potential health.



Collect a copper goblet to gain temporary invulnerability.

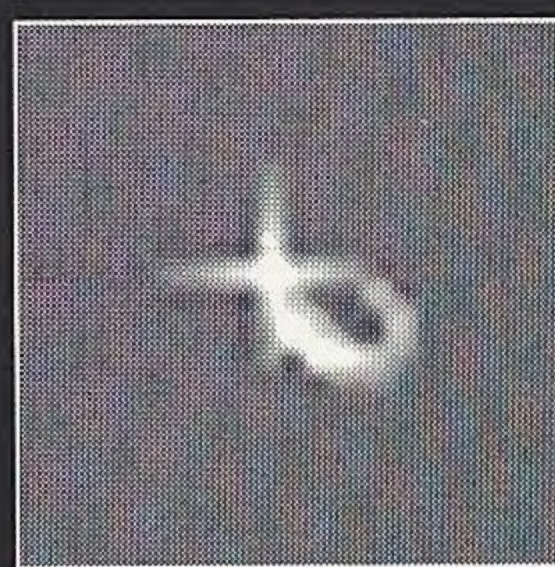
ENEMY HEALTH: The health of the last enemy struck is measured in a meter at the lower right corner. When the meter is empty, your foe is defeated.

ENDURANCE: As Bowen exerts himself or rests, his endurance meter (the green bar below the Health Meter) dwindles or renews. Certain special moves require substantial energy. If you attempt a move requiring more Endurance than your meter shows you possess, you'll be forced to rest, and so be vulnerable.



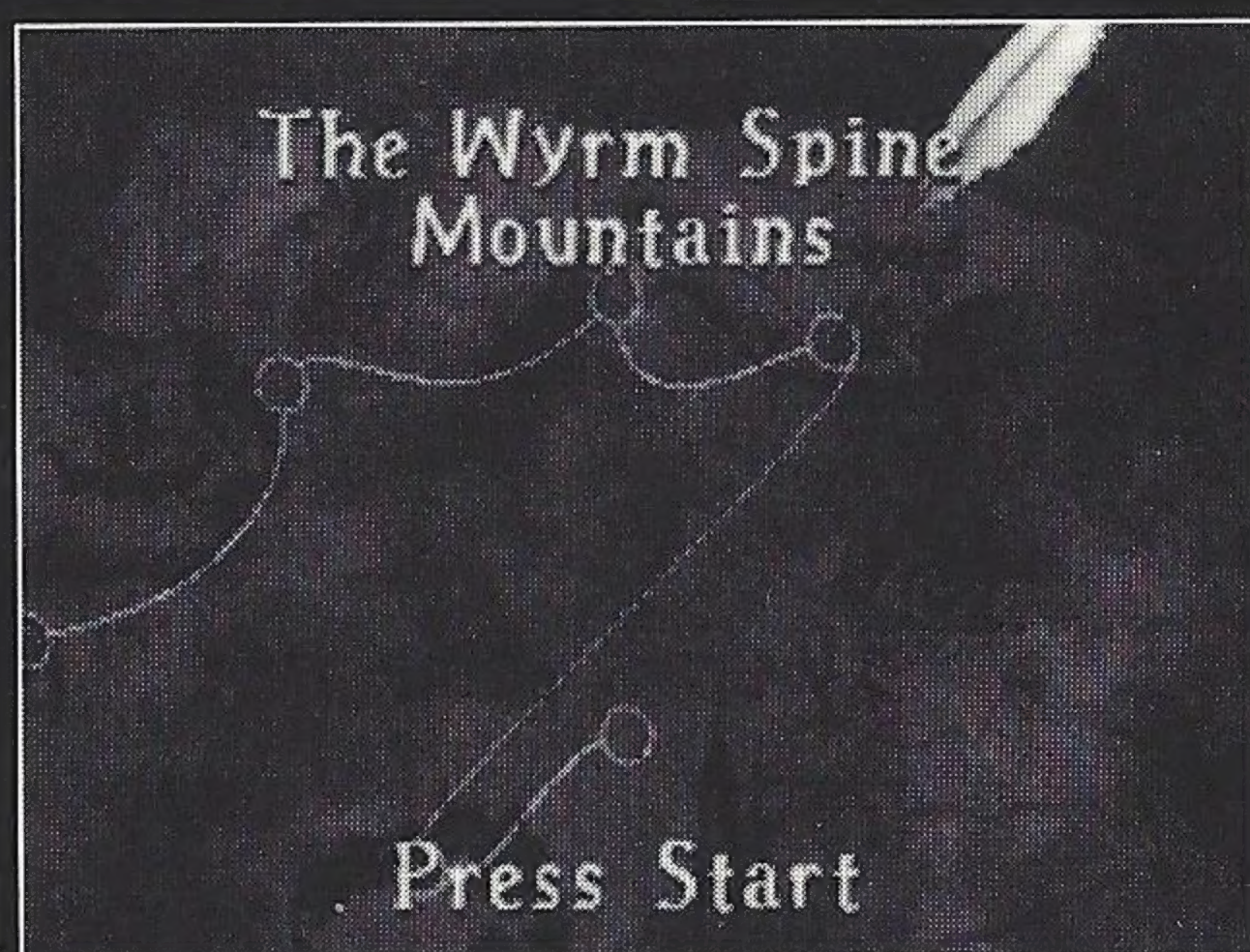
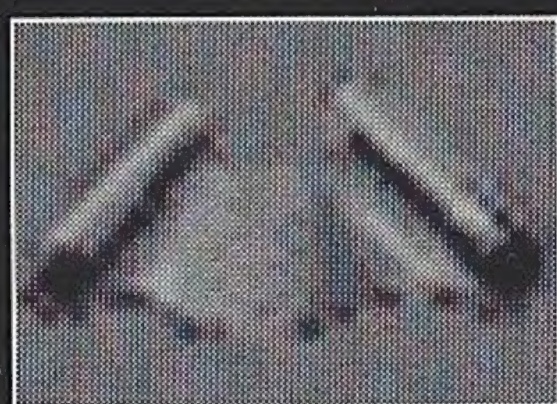
Collect this potion to immediately restore Bowen's stamina.

GOLD RINGS: Bowen collects these Gold Rings from defeated enemies and uses them to make purchases in the shop at the end of levels. The number of rings a player has collected is displayed in the ring counter at the top right of the screen.



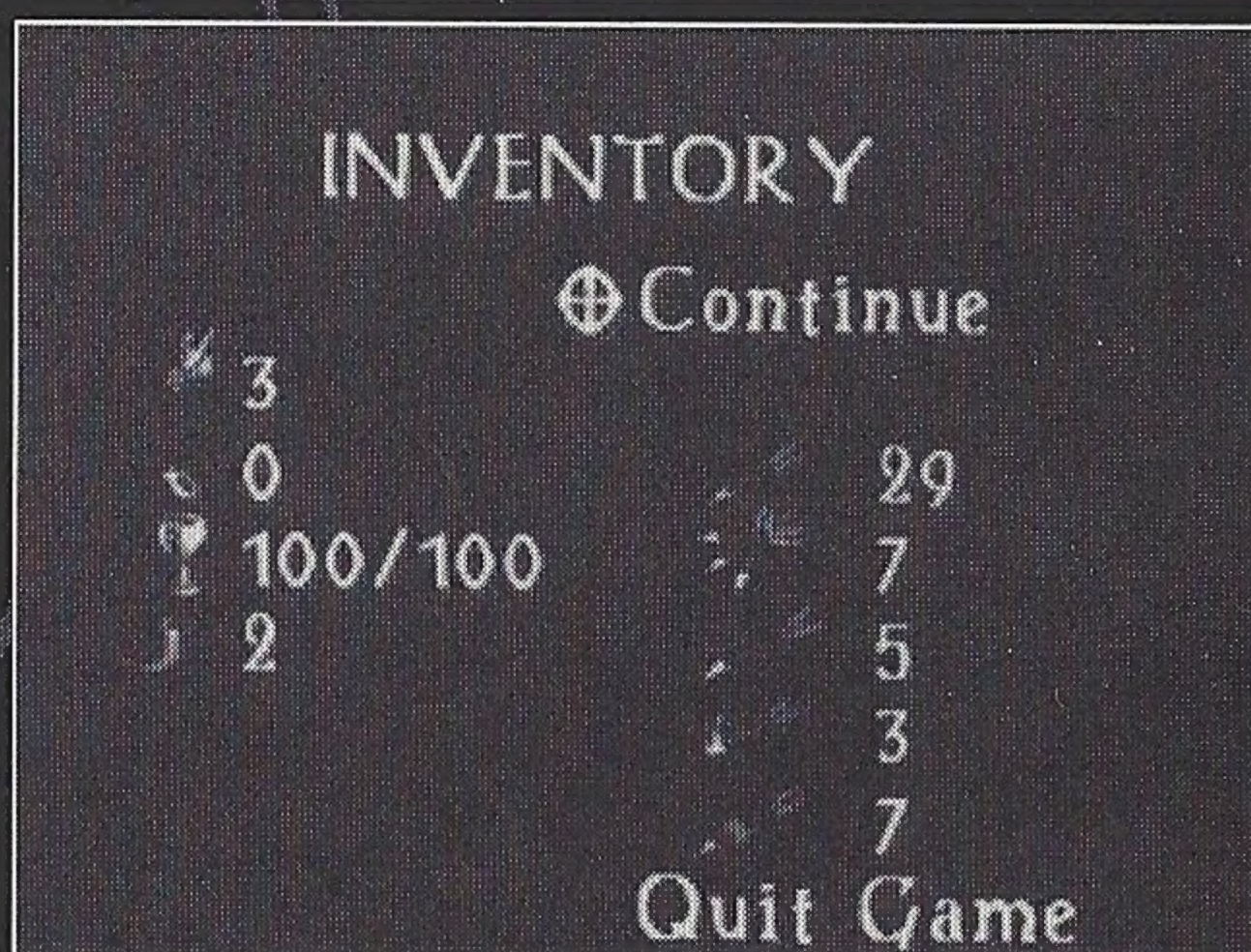
map

The map is a useful guide to the dangers and hidden areas of the Heartland. You may access certain areas on it at the end of some levels by moving the feather quill to an area and pressing the **START BUTTON**.



Inventory

At any time during gameplay, you can press the **Y BUTTON** to access



your inventory. There, you can see the items you've collected, select different weapons and view your game statistics. To select a different arrow from inventory, move the cursor to an arrow and press the **START BUTTON**. To return to the game without selecting a different weapon, move the cursor to Continue and press the **START BUTTON**. To exit the game, highlight **QUIT** and press the **START BUTTON**.

Level's end

At the end of each completed level, you will have a chance to save your game progress, and to use your accumulated gold in the Shoppe to purchase extra lives, dragon calls and other items. Use your wealth wisely.

Weapons

Bowen uses two weapons. His sword is the default weapon; he must find the longbow. Both can be upgraded by collecting pickups. Bowen uses his weapons both to battle enemies and to interact with his surroundings. Sometimes, the artful use of a weapon will solve a puzzle or unlock hidden areas.

To switch between Bow and Sword, press the X BUTTON.

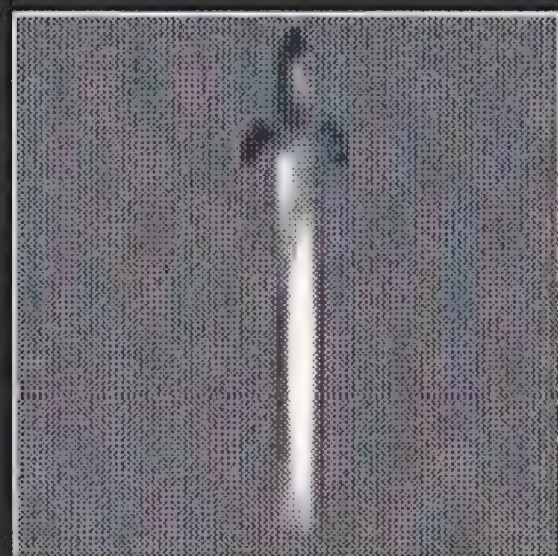
SWORD The sword is Bowen's main attack weapon.

His current attack strength is shown by the number (10 being highest) next to the sword icon at the top right of the screen.

Bowen's sword can be upgraded by collecting the following icons:



Collect this icon to temporarily add extra power to your blows.



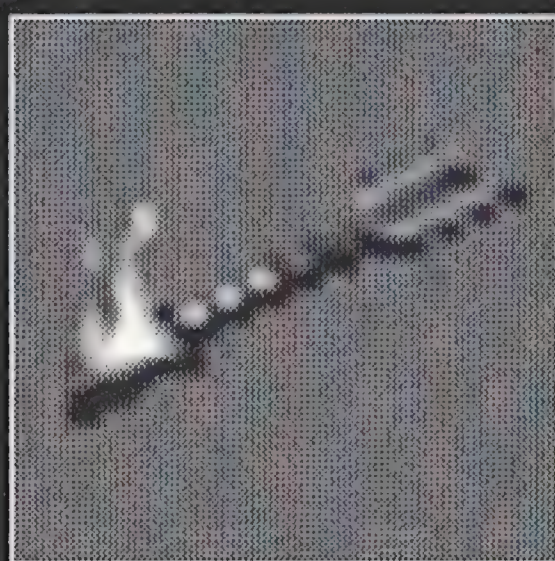
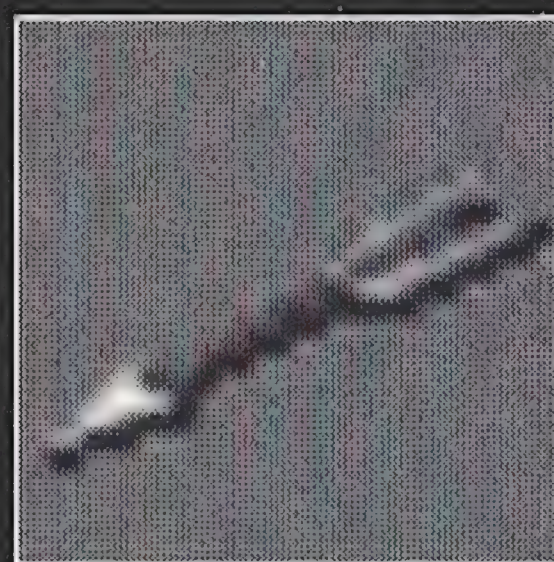
Collect this icon to permanently add extra sword power.



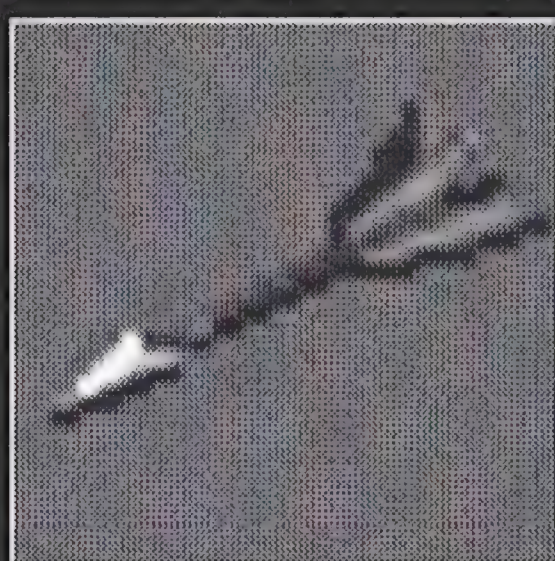
This sword is for fighting spirit/enchanted enemies!

ARROWS A masterful archer, Bowen makes good use of any arrows he finds.

When the Bow is your current weapon, press the **RIGHT SHIFT BUTTON** to cycle through your available inventory. The current arrow and number available appear below your endurance meter. Arrows may be found singly or in quivers. Different arrows have different tactical uses, as you shall learn...



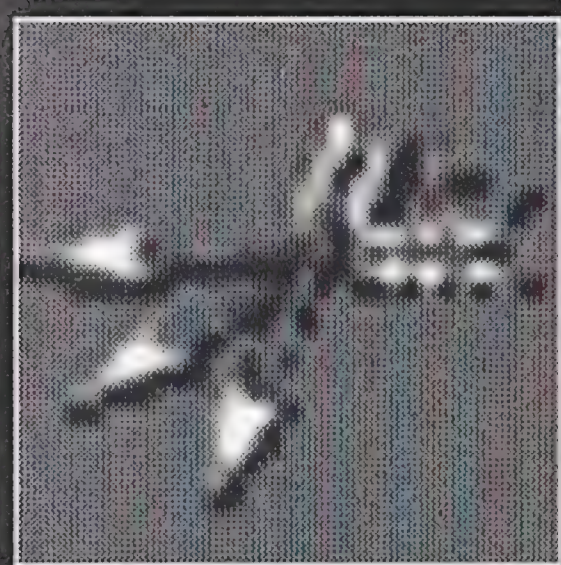
Collect this icon to give your arrows real fire power.



This Speed Arrow can pierce multiple enemies.

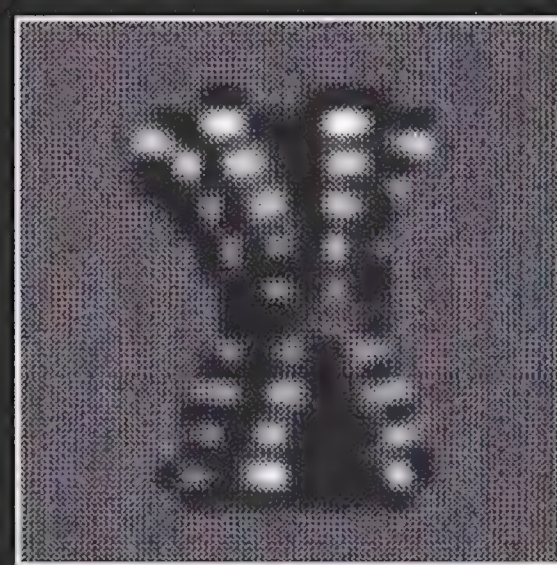


An Exploding Arrow is worth waiting for!



This valuable arrow is really three arrows-- thrice as deadly!

ARMOR Bowen begins the game clad in leather armor. The current strength of his armor is shown by the number (99 being invulnerable) next to the shield icon at the top right of the screen. Bowen can permanently increase his resistance to attack by collecting upgrades to this.



Collect this icon and temporarily upgrade your armor.

Controls: Moving, fighting, and flying

moving

Walk: ← or →

Crawl: ↘ or ↙

Run: ← ← or → →

Enter Door: ↑

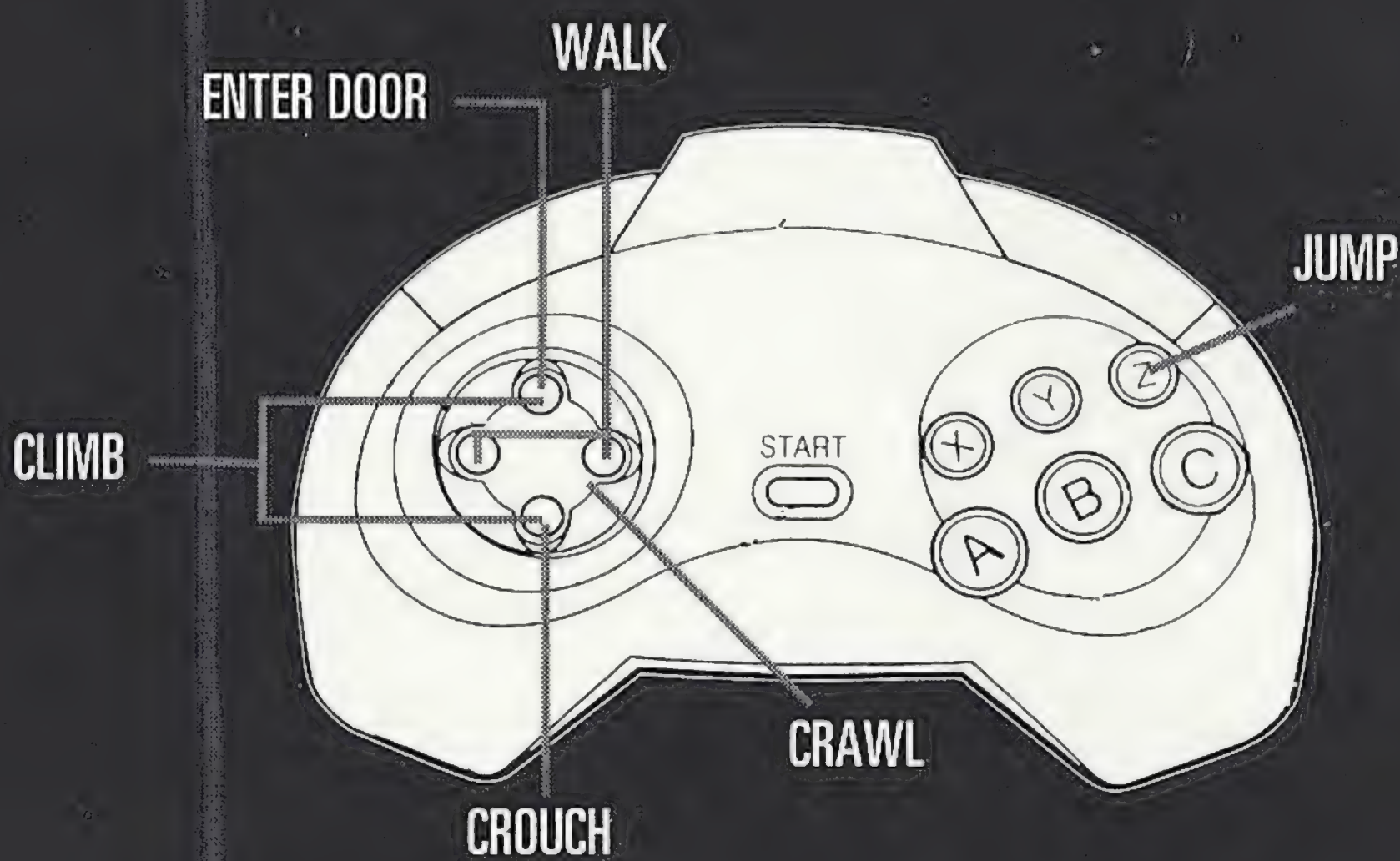
Jump: Z BUTTON

Push Object: ↘ or ↙

Climb: ↑ or ↓

Roll: ↓ + Z

Crouch: ↓



Fighting:

Back Slash: A BUTTON

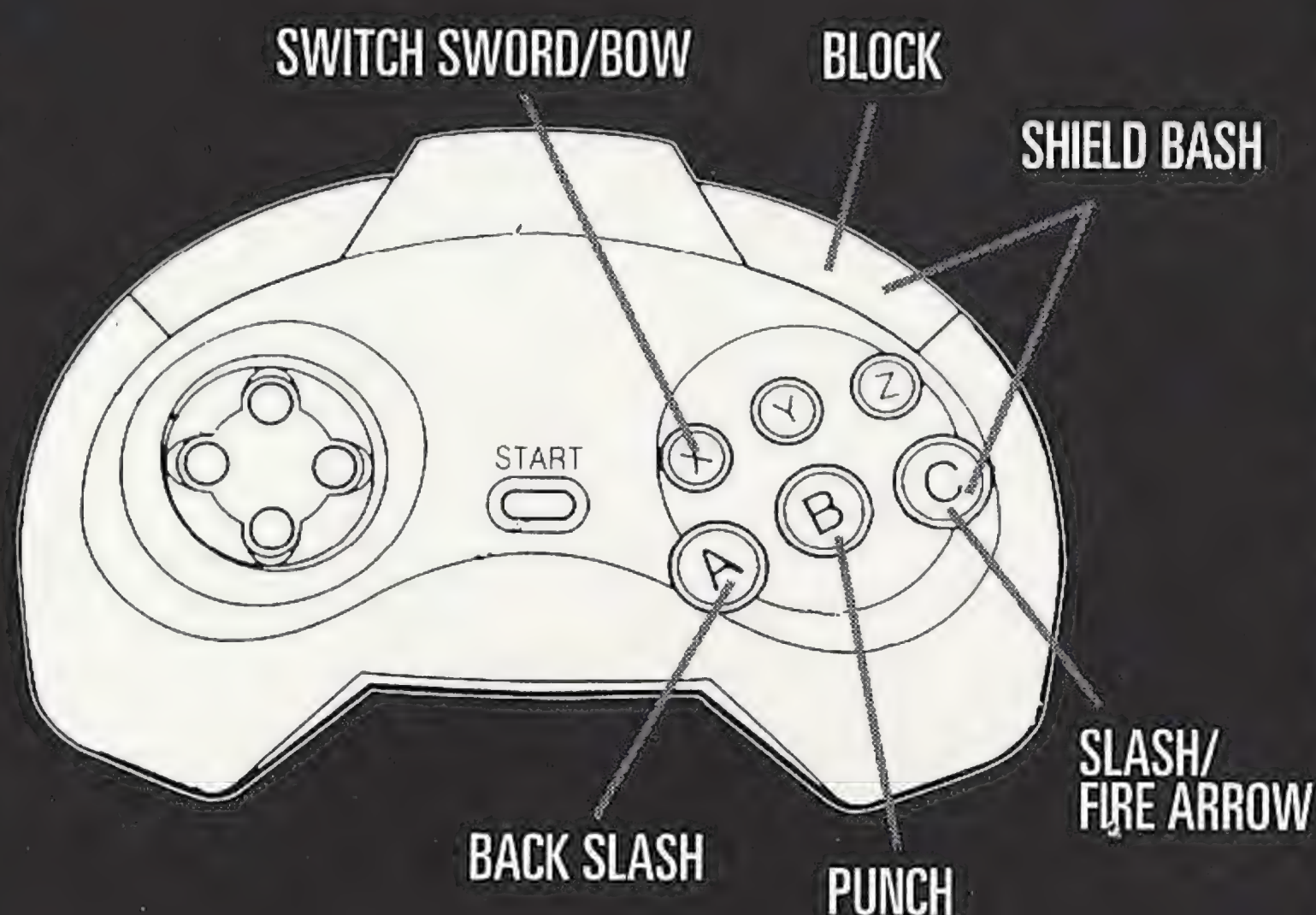
Upward slash: ↑ + C

Crouch Slash: ↓ + C

Block: Right Shift

Punch: B Button

Shield Bash: Right Shift + C



using arrows

Switch between Sword and Bow: X

Select Arrow (in inventory screen): ↑ or ↓, START BUTTON to select

Return drawn arrow to quiver Hold C, press B

Fire arrow: Hold C, aim Arrows with ↑ or ↓, release C to fire.

advanced skills

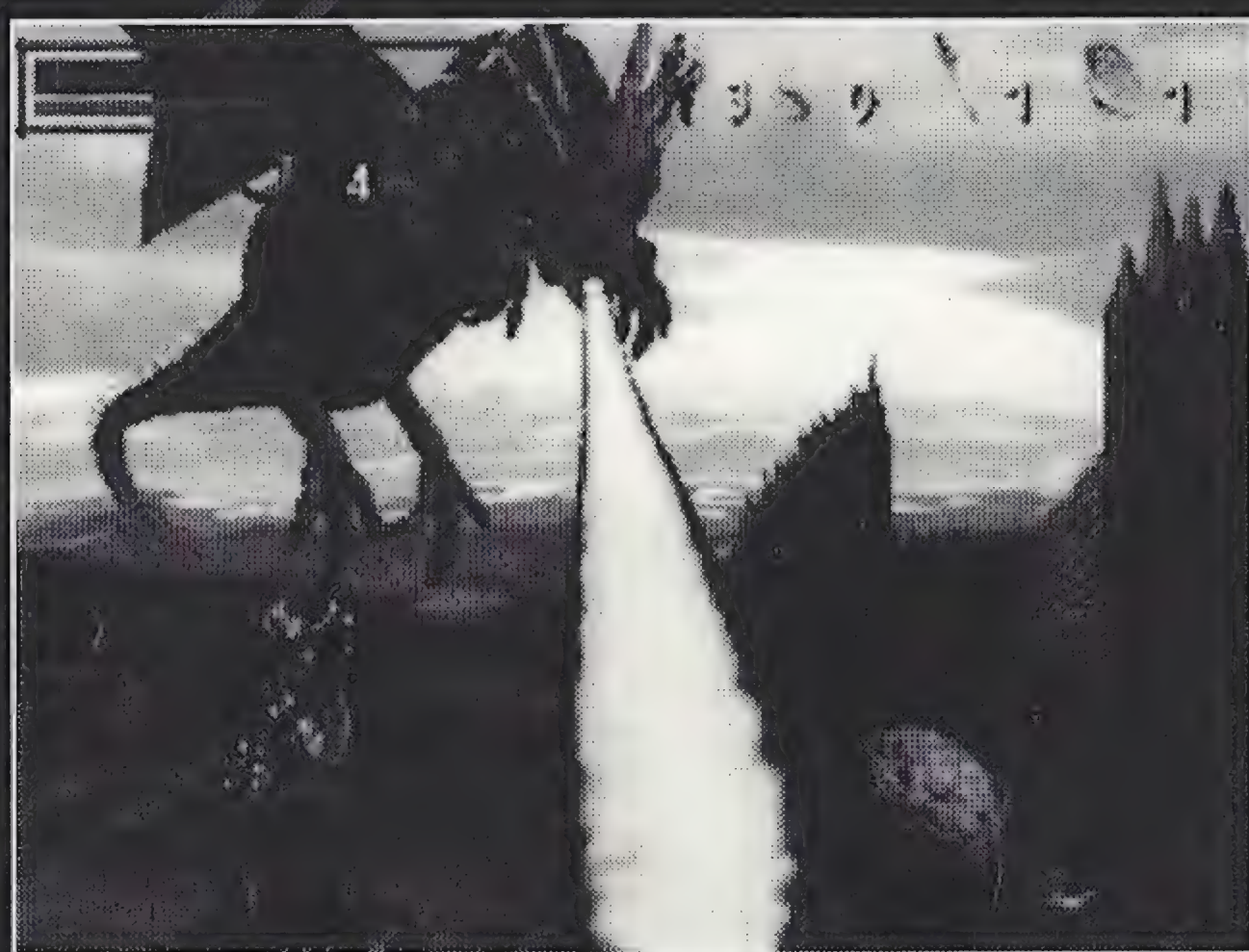
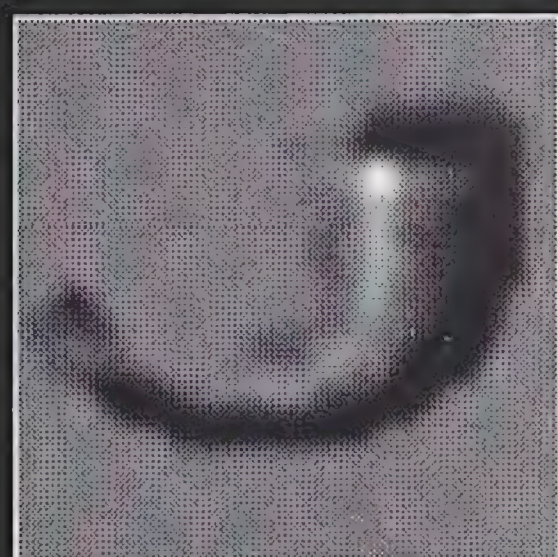
Whirlwind Slash: → ↑ + C

Juggle Sword: ↑ ↑ + B

Finishing move: ↑ → + C

dragon attacks

When you've become friendly (!) with Draco, you may call on him to perform different types of attacks. To do so, you must have a Dragon Call. You can collect these, or even purchase them with gold rings. When the icon appears in the upper left of the screen, attacks are possible. Press Left Shift to summon Draco to perform an attack.



slaying dragons

You must learn how to slay each dragon-- there are different ways for each!

flying

At some points in the game, you may need to direct the flight of a dragon! Follow on screen prompts to do so!



As you enter the ancient world of dragons and regain your sense of purpose, you will find the Ancient Code is still potent...

a knight is sworn to valor...

Your adventure begins in your past, when you were responsible for training Prince Einon. As your reflexes remember the moves and tactics you once took for granted, pray that you'll be able to take your refreshed combat skills into the dark days ahead...

his heart knows only virtue...

Step into
your
present
now, and
face the
foes that
await!
Today it
may be



a minor adversary, tomorrow a fierce,
flame-breathing dragon!

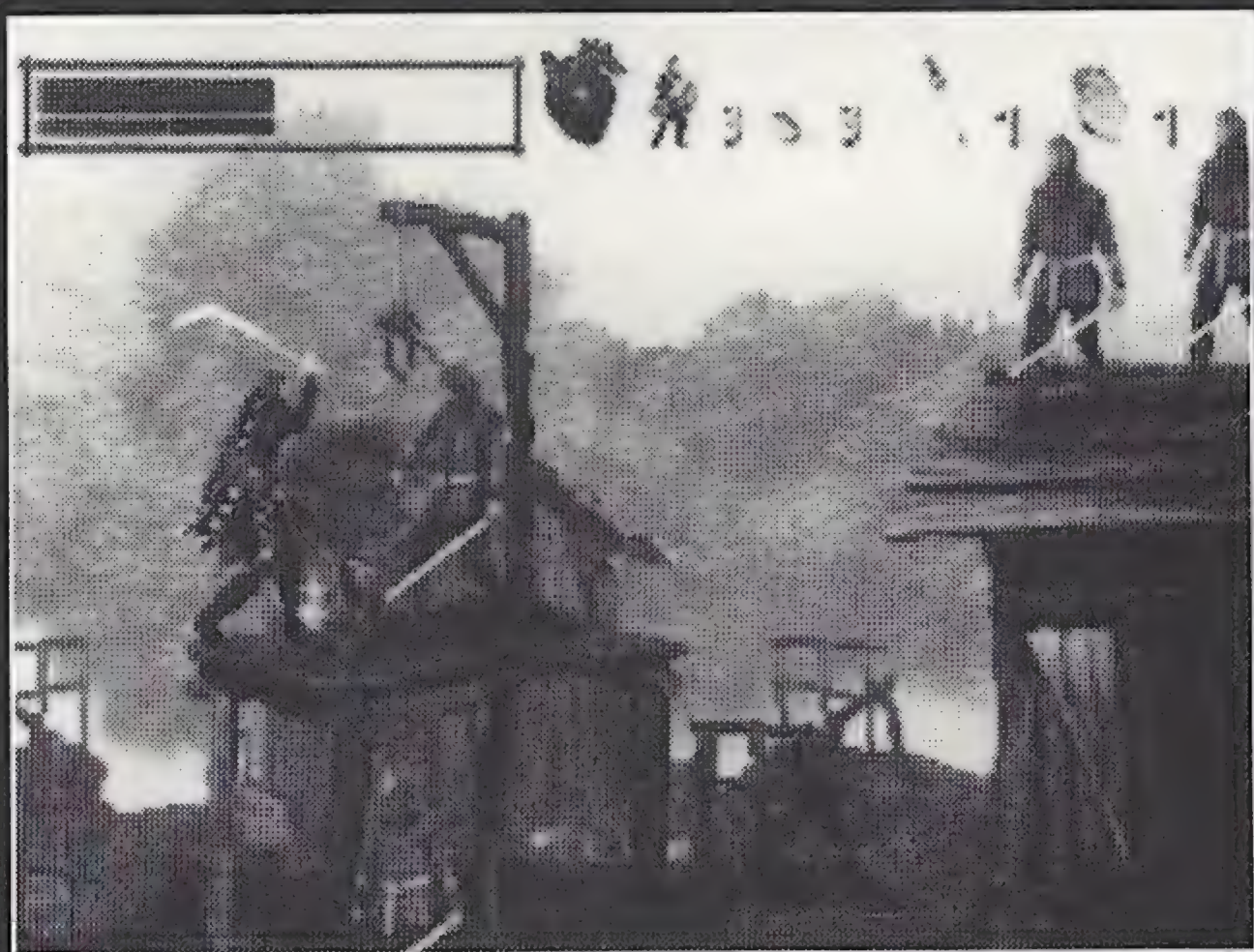


Don't
be too
quick to
judge
the
places
you go
and the
folks

you meet--an annoying figure may prove to be
a godsend, a harmless looking forest may be
alive with beasts and black magic!

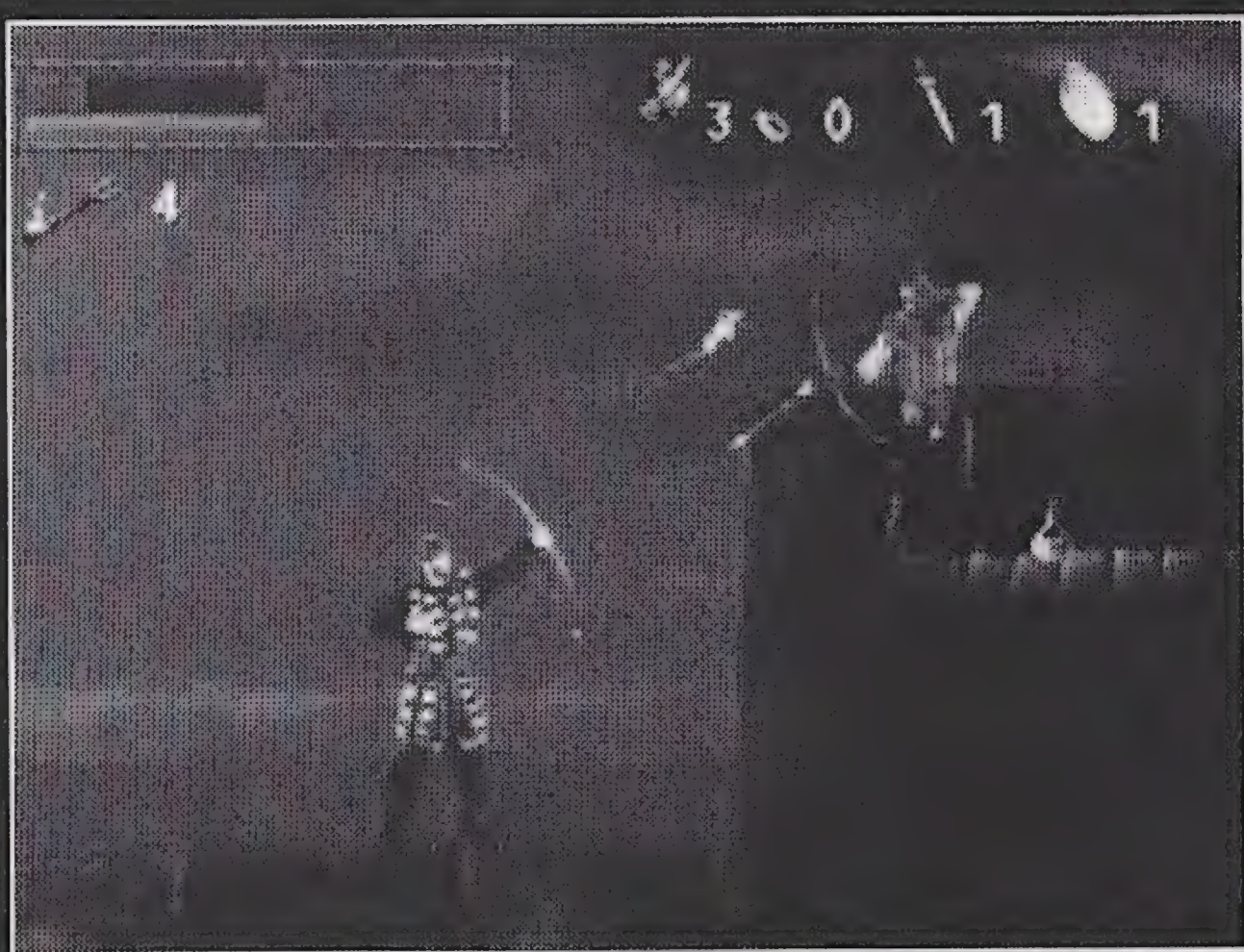
his blade defends the helpless

The downtrodden shall have their day! Or have you forgotten the oath you once swore, Bowen? Will your sense of honor and purpose be reawakened? You may have to kneel before great knights to earn increased advantages.



his might upholds the weak

Did you think it would be easy? By the Knights of the Roundtable, you've got a world of wrongs to make right! The Dragon heart is still beating, isn't it? What do you intend to do about it?



his words speak only Truth

The time has come to act, with all the will of the righteous and the force of the free! You must restore the true meaning of the Ancient Code and break the cruel grip of tyranny! King Einon and his lackeys await, primed for bitter battle. Unsheathe your sword and let fly the arrows!

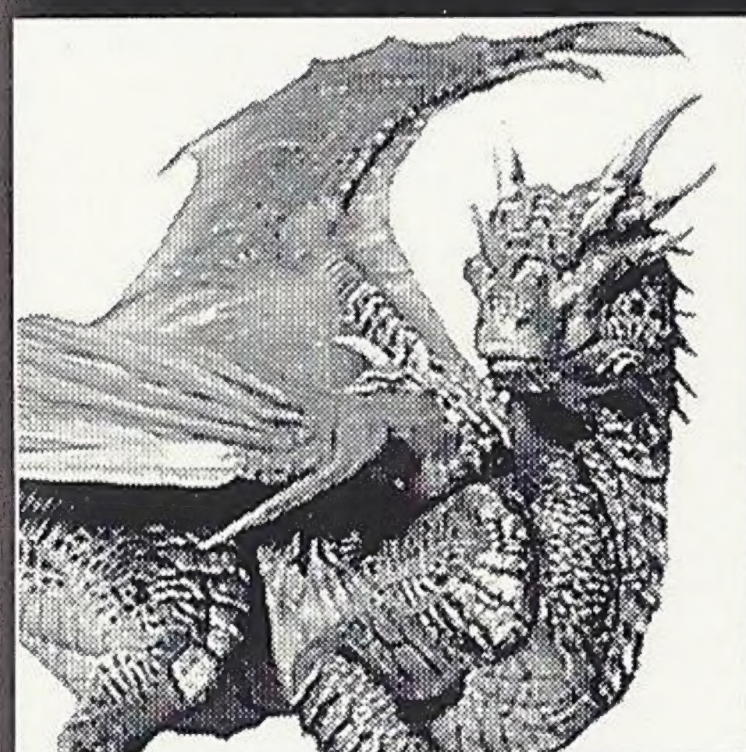


Some of the Characters you may encounter...



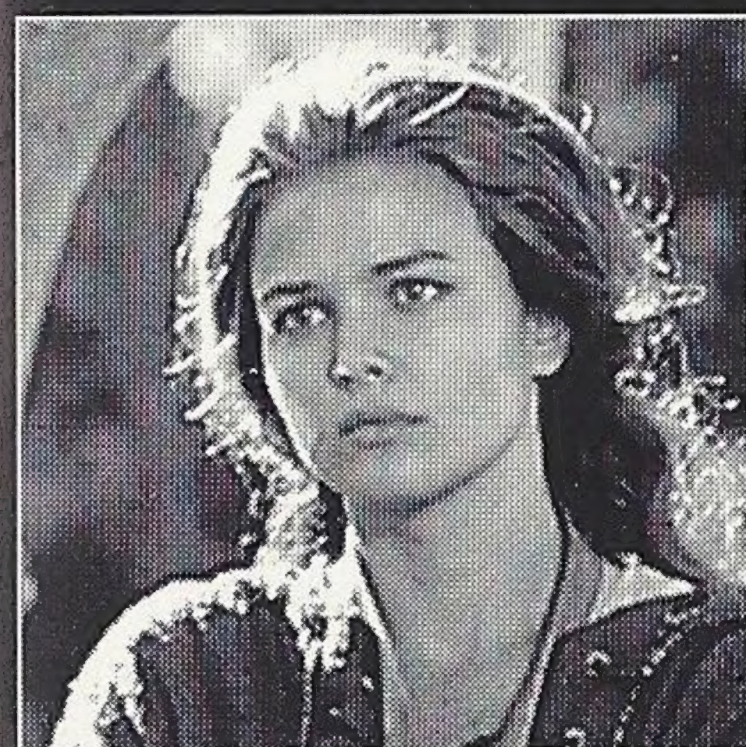
EINON

Your once-beloved master is now a hated tyrant. You have to destroy the man you once swore to protect!



DRACO

The dreadful dragon you have sworn to slay. Ah, but first you must find him...



KARA

A reign of oppression may breed rebellion in unexpected places...



BROTHER GILBERT

This gentle friar is eager to sing your praises. Will he find you worthy?



BROK

A fearsome foe, Brok is an accomplished veteran of many a battle, and always eager for more. His desire for glory may prove his undoing...



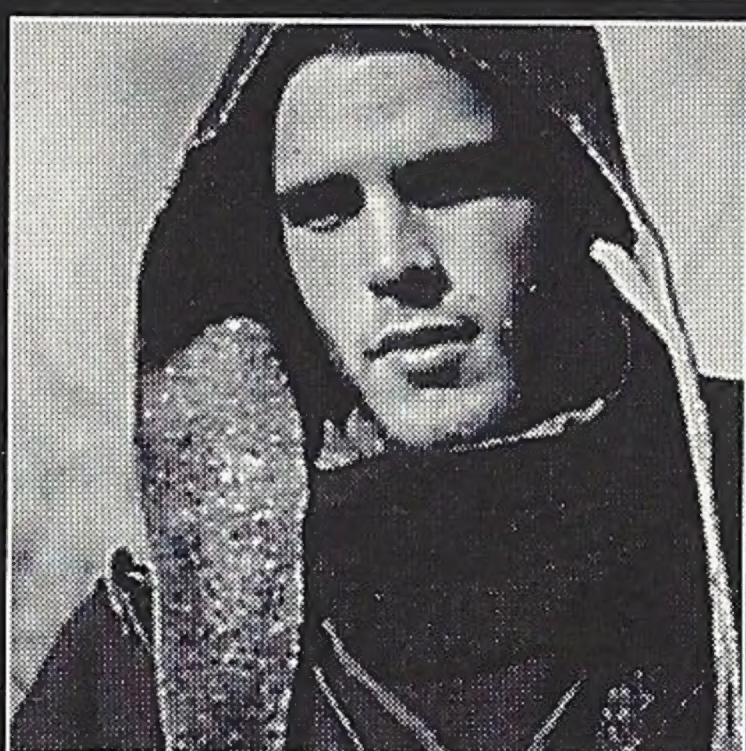
FELTON

The King's tax collector, he is ruthless and cunning...



DRAGONSLAYERS

The feudal barons of the land fear Einon—and do his bidding! Be watchful of these nasty nobles!



DRAGONS

There are many dragons you will face. They must be vanquished, and that task may cost you dearly.

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Warner Bros.

SPACE JAM™



SEGA SATURN™

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